# Class Tamar
Computing
Programming
Summer 2 2022

We were introduced to how to make a interactive quiz using scratch. We practised using sequence and selection in programs by creating a sequence of commands and using the 'if...then...else... command'.

I keep forgetting to put the answer in the if and else block but I know how to debug that now.

We started our own maths quiz, carefully selecting the blocks. We then had a go at a debugging activity to put our programming skills to the test!

Its important to remember that you don't get the 'if' and 'else' the wrong way round.
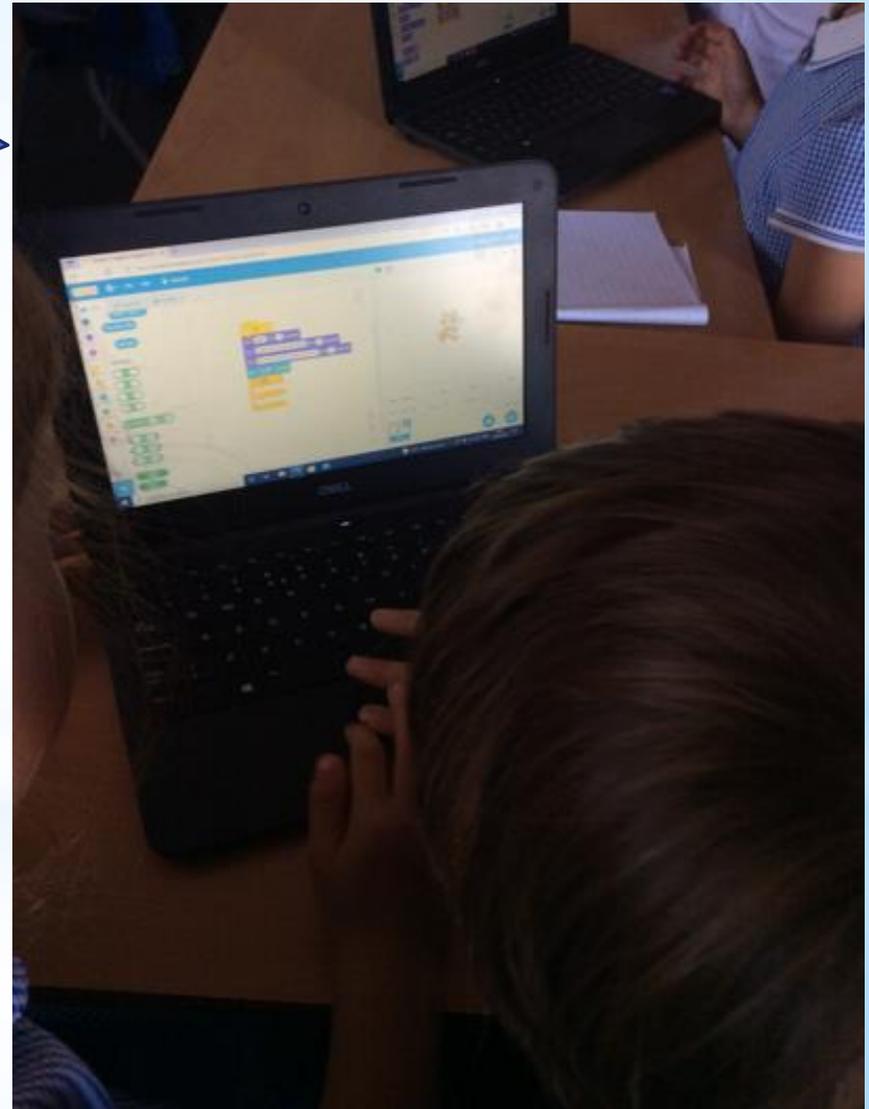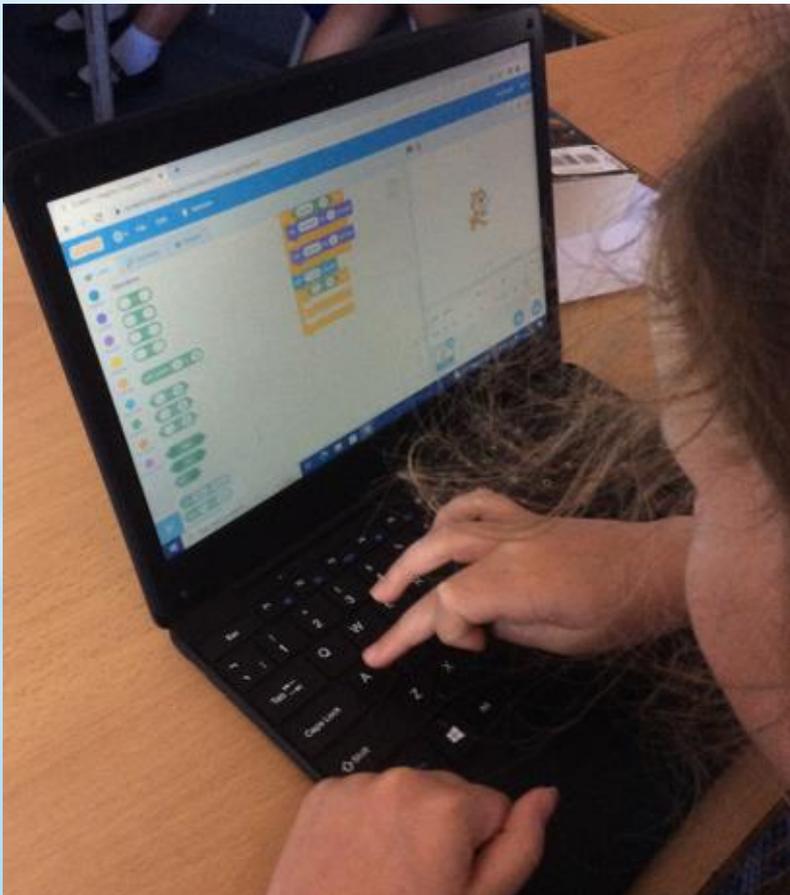
We continued to work on our maths quiz and learnt how to change the Sprite and backdrop in order to make our quiz more interesting!

I've gone for an under water theme with a mermaid asking the questions!

I'm going to make my sprite walk away at the end of the quiz.

We added scoring system to our quiz!

We had to make a 'variable' called score before we were able to add a point on each time.

We completed our Scratch maths quiz, making sure that we double checked for any bugs! We had a go at playing each others and sharing our feedback to our peers.

I like how X explained the rules at the start before the quiz began.

I really like the sprite and the background they have chosen.

Computing	FLE Y3/4	Scratch – questions and quizzes
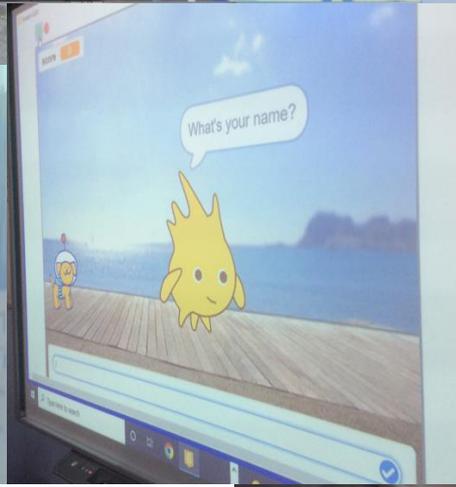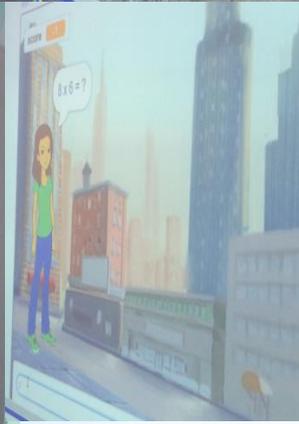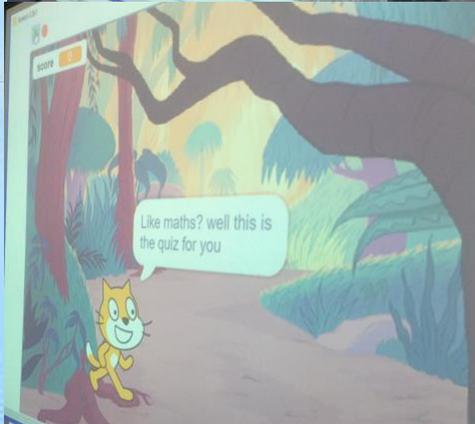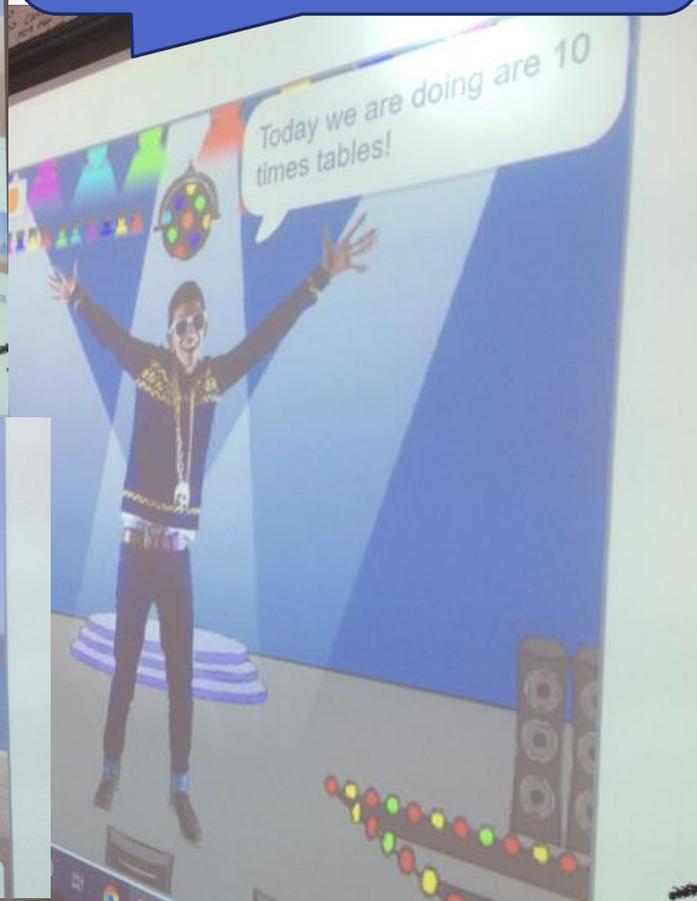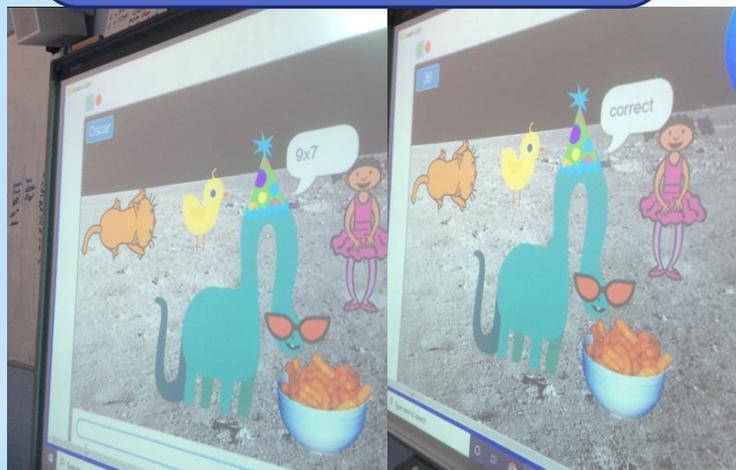
What I have learnt before:

I know that many devices are controlled by a computer program.

Forever Facts

Programming is when you make a set of instructions for a computer to follow.

We use algorithms (a set of instructions to perform a task) to sequence movements, actions and sounds in order to programme effective animations.

Skills

Design and write simple programs

Debug programs when they go wrong

Program an external device

Culture Capital: understanding computer programming will help children become digitally literate so they are able to be active participants in a digital world and succeed in the future workplace.

Exciting Books

100 THINGS TO KNOW ABOUT NUMBERS, COMPUTERS & CODING
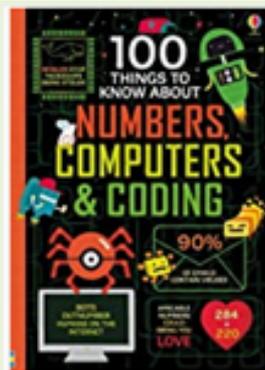
Our Endpoint

To apply the skills learnt over the unit to create my own quiz!

Subject Specific Vocabulary

backdrop	A backdrop is an image that can be shown on the Stage.
blocks	Blocks are puzzle-piece shapes that are used to create code in Scratch.
costume	A costume is one out of possibly many "frames" or alternate appearances of a sprite.
effects	Scratch has seven effects that you can alter including colour, fisheye, whirl, pixelate, mosaic, brightness, or ghost.
programming	The process of writing computer programs and algorithms.
quiz	A test of knowledge, especially as a competition between individuals or teams as a form of entertainment.
sprite	Sprites are the images on a Scratch computer program screen.
variable	A variable is a changeable value recorded in Scratch's memory.